

---

Subject: just can't get the hang of texturing my map in G-max!!

Posted by [Deafwasp](#) on Mon, 17 Mar 2003 20:58:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, with max you can get a very very good result. And you can get it the way you want it. Heightfield should not be used to make maps. To test things maybe, But you can make a lot more awesome things in max.

---